

ABSTRACT

A system and method are disclosed for facilitating development of computer games that depict or represent actual, real world geographic areas as part of the play scenarios of the games. A source database contains data that represent geographic features in a region including roads in the region. The data in the source database includes attributes suitable for use for providing navigation-related functions. In addition to providing data from the source database for navigation-related functions, data from the source database are also provided for computer game development. An application programming interface, as well as other tools for handling geographic data, is provided for accessing and processing of the geographic data.